

ABSTRAK

RINTIS RIZKIA PANGESTIKA: *Pengembangan Multimedia Interaktif Adobe Flash® pada Pembelajaran Tematik Integratif berbasis Scientific Approach subtema Keindahan Alam Negeriku Kelas IV SD Negeri Serayu. Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta, 2015.*

Penelitian ini bertujuan: (1) menghasilkan multimedia interaktif *Adobe Flash®* pada pembelajaran tematik integratif berbasis *scientific approach* subtema Keindahan Alam Negeriku kelas IV SD Negeri Serayu yang layak, dan (2) mengetahui keefektifan multimedia interaktif *Adobe Flash®* pada pembelajaran tematik integratif berbasis *scientific approach* subtema Keindahan Alam Negeriku kelas IV SD Negeri Serayu.

Penelitian pengembangan ini mengacu pada langkah yang dikembangkan oleh Borg & Gall. Langkah-langkah penelitian dan pengembangannya meliputi: (1) penelitian dan pengumpulan data; (2) perencanaan; (3) pengembangan draf produk; (4) uji coba lapangan awal; (5) merevisi hasil uji coba; (6) uji coba lapangan; (7) penyempurnaan produk hasil uji lapangan; (8) uji pelaksanaan lapangan; (9) penyempurnaan produk akhir; (10) Diseminasi. Subjek uji coba produk multimedia interaktif ini adalah peserta didik kelas IV SD Negeri Serayu. Pengumpulan data menggunakan pedoman wawancara, lembar penilaian produk multimedia interaktif, lembar pengamatan aktivitas peserta didik, angket respon guru, angket respon peserta didik, dan tes. Teknik analisis data menggunakan uji t dengan taraf signifikansi 0,05.

Hasil penelitian menunjukkan bahwa multimedia interaktif yang dikembangkan layak dan efektif. Kelayakan dapat dilihat dari aspek materi yang memperoleh skor 167 dengan kategori “baik”, aspek media memperoleh nilai 169 dengan kategori “sangat baik” dan respon guru juga memperoleh nilai 91 dengan kategori “sangat baik”. Keefektifan dapat dilihat dari aktivitas peserta didik memperoleh skor 19,74 dan respon peserta didik memperoleh skor 15 dengan kategori “sangat baik”. Selain itu, dapat dilihat pada prestasi belajar peserta didik yang ditunjukkan dengan adanya perbedaan nilai *post-test* antara kelompok eksperimen (menggunakan multimedia interaktif *Adobe Flash®*) dan kelompok kontrol (tidak menggunakan multimedia interaktif *Adobe Flash®*) yang ditunjukkan dengan nilai $t_{hitung} = 3,680$ lebih besar dari $t_{tabel} = 2,060$ dan signifikansi lebih kecil dari 0,05 yaitu 0,001. Selanjutnya, kelompok eksperimen memiliki perubahan yang signifikan dibandingkan dengan kelompok kontrol, sehingga dapat disimpulkan bahwa perlakuan yang diberikan pada kelompok eksperimen dikatakan efektif.

Kata Kunci: multimedia interaktif, tematik integratif, *scientific approach*

ABSTRACT

RINTIS RIZKIA PANGESTIKA: *Developing Adobe FLash®-Based Interactive Multimedia for Scientific Approach-Based Integrated Thematic Instruction on the Sub-theme “Keindahan Alam Negeriku” for Grade-IV Students of SD Negeri Serayu.* **Thesis. Yogyakarta: Graduate School, Yogyakarta State University, 2015.**

This research aims to: (1) develop Adobe Flash®-based interactive multimedia for scientific approach-based integrated thematic instruction on the sub-theme of “Keindahan Alam Negeriku” for grade-IV students of SD Negeri Serayu, and (2) determine the effectiveness of the Adobe Flash®-based interactive multimedia for scientific approach-based integrated thematic instruction on the sub-theme of “Keindahan Alam Negeriku” for grade-IV students of SD Negeri Serayu.

This research and development employed steps developed by Borg & Gall. They included: (1) researching and collecting data; (2) planning; (3) developing a draft product; (4) conducting the initial field trial; (5) revising the results of the field trial; (6) conducting the field trial; (7) revising the product resulted from the field trial; (8) trying out the field implementation; (9) conducting final product revision; and (10) Dissemination. The subjects of the interactive-multimedia product field trial were Grade-IV students of SD Negeri Serayu. The data were collected through interviews, evaluation sheets for the interactive-multimedia product developed, observation sheets for student activities, questionnaires on responses from the teacher, questionnaires on responses from the students, and tests. The data on the feasibility and effectiveness of the interactive-multimedia product developed were analyzed using a five-point scale conversion system and t-test with a significance level of 0.05.

The findings suggest that the interactive multimedia developed fall under the ‘proper for use’ and ‘effective’ categories. In relation to the properness for use, it can be seen from the aspect of materials scored 167 which belongs to the ‘good’ category, the aspect of media scored 169 which belongs to the ‘excellent’ category and responses from the teacher scored 91 which also belong to the ‘excellent’ category. Furthermore, in relation to the effectiveness, it can be seen from the student’s activities scored 19,74 and responses from the students scored 15 which belong to the ‘excellent’ category. In addition, there are differences in the post-test score of the students in the experimental group (where the interactive multimedia was used) and that of the students in the control group (where the interactive multimedia was not used) as indicated by the value of the $t_{\text{count}} = 3.680$, which is higher than the value of the $t_{\text{table}} = 2.060$, and the significance level which is lower than 0.05, which is 0.001. Furthermore, the experimental group had a significant change compared with the control group, so it can be concluded that the treatment given to the experimental group said to be effective.

Keywords: *interactive multimedia, integrated thematic, scientific approach*